BILESTOAD
By MANGROVE EARTHSHOE
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$39.95

A unique strategy adventure

The Bilestoad is the only thing worth living... or dying for!

The Bilestoad™

By Mangrove Earthshoe

Can you survive THE BILESTOAD? Experience barbaric battles in a high-tech future. The most unique tactical adventure ever for 1 or 2 players.

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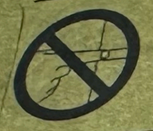
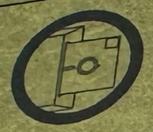
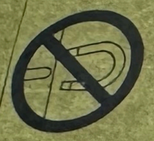
For extended media life—
here's how to take care of your flexible disk



Precision surface.
No fingers, please!

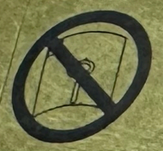


For your disk's sake
(and the system's, too)
insert disk carefully.



Magnetic fields erase.
Keep them far away.

Keep it safe—
in the envelope
when not in use.



Bending and folding
may damage.
Handle with care.

Keep disks comfortable.
Store at: 10° to 50° C.
50° to 125° F.

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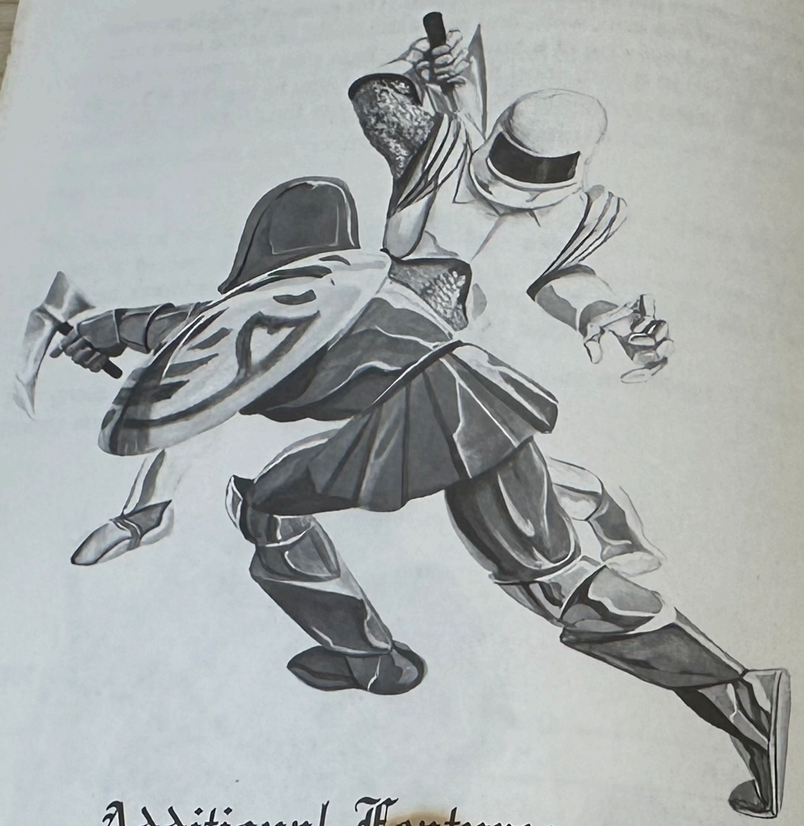


Additional Features

The computer will control one or both meatlings if a "RETURN" is input as the password, during player registration. This will allow you to practice against a robot or to watch a robot duel. Robots always have a higher rank than humans.

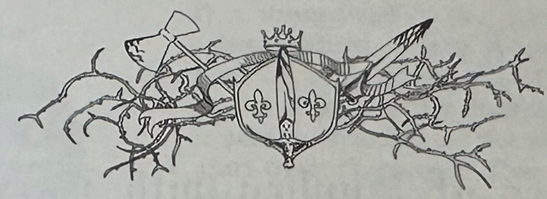
Hitting "ESC" during the course of play will cause the game to pause. Play will resume after any key is hit.

Hitting CTRL-S during the course of play will toggle the sound on/off.

There are 44 islands for the 39 levels of beginning play. The double master game, the robot-master game, and the double robot game, all create new islands for continuing excitement.

Hitting CTRL-R during the course of play will restart the game.

If the robots become deadlocked during demonstration battle, the standard keyboard controls can be used to break them up. "A", "D", "K", and ";" are especially effective.



here's how

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Master Level Games

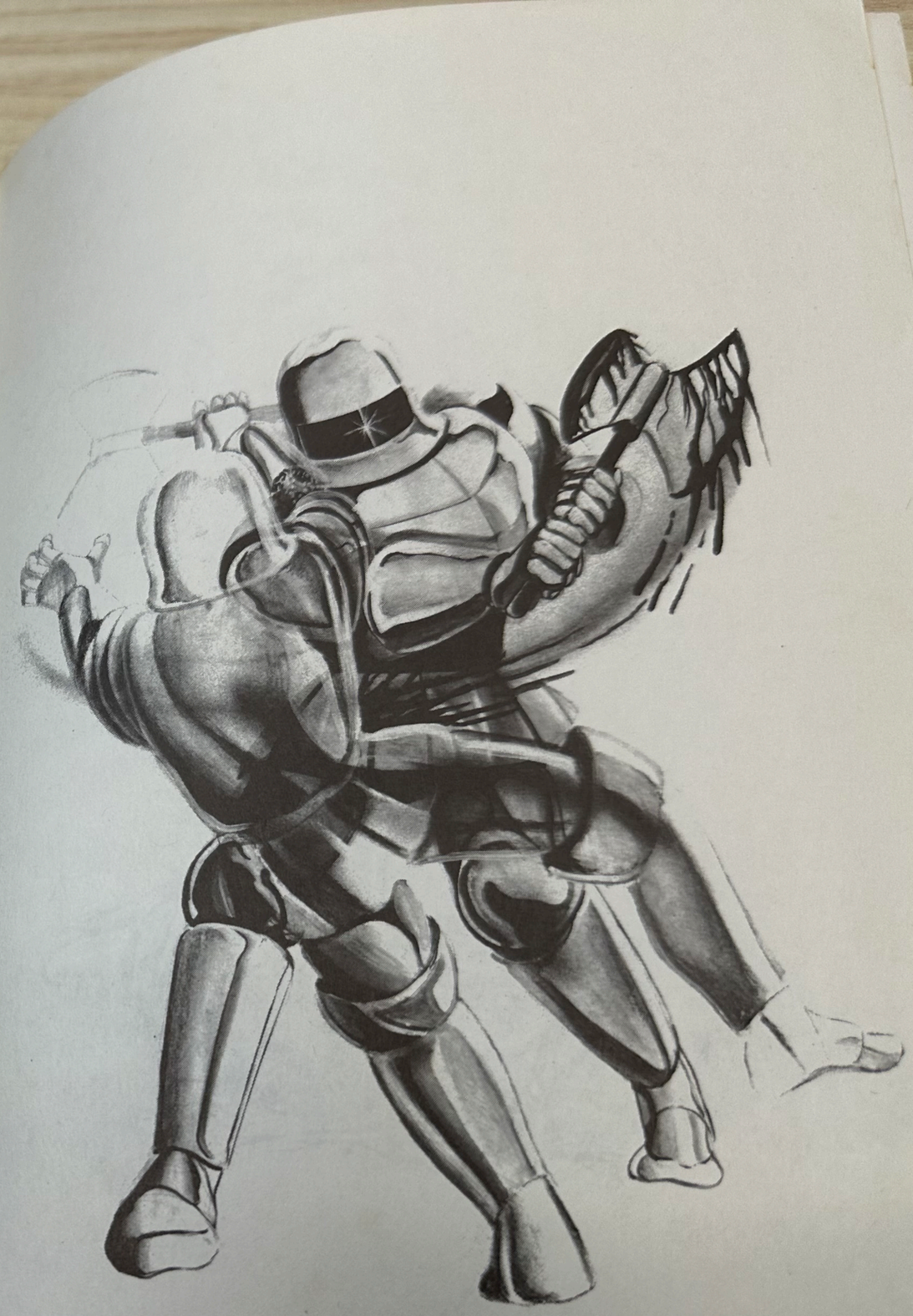
The Bilestoad is a non-structured game. This means that many different games can be played within the framework of the game. When the system is fully understood, interesting and novel uses for the elements can be created. A few examples follow to serve as an inspiration to your quest.

By this time you may have noticed that the shyben are governed by rules of precedence. In other words, when two more shyben occupy the same space, and the meatling simultaneously enters the active areas of both shyben, only one of the shyben will be activated. The shyben which is activated will be the one closest to the ground.

The first example of a master level game follows. Take a loyfer and place it under the zonenstrall. The loyfer has precedence over the zonenstrall. Later if you dismember one of your opponents during battle, the loyfer will prevent him from using the zonenstrall. You will then have another chance to finish him off.

Another example of a master level game is one which takes advantage of the fact that springers have precedence over loyfers. The robot always runs to a specific loyfer. If you beat the robot to his loyfer, and run over a springer, you will be beamed to another springer and the loyfer will be parked on the springer. You can now wait for the robot to transport over, as it will when it tries to use its loyfer. Several interesting strategies can be developed from this premise.

If you come up with any other interesting games, I'd love to hear about them. Drop me a line in care of Datamost.



The Bilestoad

by Mangrove Earthshoe

Illustrated by
Martin Cannon

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Warning

This program is rated PG. It deals with violence in an explicit manner. It is not intended for children, and parents should decide whether it is suitable for small users.

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